

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claims 1-28 (canceled).

29. (previously presented) A system for providing real to virtual correspondence so that premeditated and definable functions performed by a real world entity may be mimicked by a counterpart entity program in a virtual world of machine memory, comprising:

a memory configured to store virtualized network (VN) adaptation logic, including a virtualized entity (VENT) table, the VN adaptation logic providing a software environment in which a plurality of entity programs are executed, each entity program matching one-to-one to a counterpart, real world entity; and

a processor configured through the VN adaptation logic to execute instructions to:

cause the execution of any entity program in the software environment whenever the entity program receives data and action from another entity program, and

respond to a speak request of a currently executing entity program by passing data and action from the speaking entity program to a listening entity program addressed by the speaking entity program, enabling virtual-to-virtual interactions.

30. (previously presented) The system of claim 29, wherein the real world entities

comprise physical persons, physical devices, conceptual persons, and conceptual devices.

31. (currently amended) The system of claim 29, wherein at least one entity program is capable of accepting initial data about a different real world entity, [[and]] placing the initial data into the VENT table, and specifying an identity, location, and memory space for the different real world entity to create a new entity program.

32. (previously presented) The system of claim 29, wherein at least one entity program is capable of accepting, compiling, and inserting instructions into a memory space of a different entity program to add or change automated procedures that the different entity program performs when execution is transferred to the different entity program.

33. (previously presented) The system of claim 32, wherein entity program instructions are presented in a hierarchy of decision tables, each decision table linking a series of tests to outcomes of the tests and linking the series of tests to resulting actions to be taken based upon the outcomes.

34. (previously presented) The system of claim 33, wherein the hierarchy of the decision tables is interpreted, and the tests and actions executed, by a recursive portion of the VN adaptation logic.

35. (currently amended) The system of claim 29, wherein the VN adaptation logic

accomplishes a virtual-to-physical interaction [[is]] in response to an entity program speak request to transfer data and action to a counterpart, real world entity, by repeated virtual-to-virtual interactions comprising the steps of:

using the VENT table to identify, reserve, and assemble a series of physically adjacent real world entities forming a channel to transport data and action between the entity programs and the counterpart, real world entities;

enabling each entity program within the channel to condition its counterpart, real world entity by speaking data and action with conditioning data strings;

allowing end-to-end communication of data and action to pass through the channel; and

restoring the VENT table in order to disassemble the channel and release the counterpart, real world entities for other uses.